

IN THE SPECIFICATION:

Page 21, line 1, please change "Trimming Textures" to -ABSTRACT--.

IN THE CLAIMS:

Please amend the claims as follows:

1. (Currently Amended) A method of trimming a parametric surface, comprising:
producing a trimming texture by applying a trimming curve to a mesh; and
applying the trimming texture to the parametric surface, the trimming texture being
applied by texture mapping the trimming texture onto the parametric surface to produce
trimmed and untrimmed portions; and
rendering only the untrimmed portion.

2. (Cancelled)

3. (Currently Amended) The method of claim 1 ~~2~~, wherein said rendering
comprises:
drawing a plurality of pixels only in a solid portion of the image that is not a
trimmed portion.

4. (Currently Amended) The method of claim 2, wherein the trimming texture
comprises:

Sw5
F1

e1

a first portion that corresponds to the trimmed portion ~~comprising a rendered~~
~~section of the parametric surface~~; and

a second portion that corresponds to the untrimmed portion ~~comprising a trimmed~~
~~section of the parametric surface~~.

5. (Original) The method of claim 1 further comprising drawing a plurality of pixels based on an allocation of the trimming texture relative to the parametric surface.

6. (Currently Amended) The method of claim 1, wherein producing is performed in a pre-rendering process and applying is performed in a run-time process.

7. (Original) The method of claim 2, further comprising:
obtaining a material texture; and
drawing the material texture on the parametric surface based on the trimming texture.

8. (Original) The method of claim 1, further comprising obtaining the trimming texture from a plurality of trimming curves for the parametric surface.

9. (Currently Amended) A method of trimming a parametric surface comprising:
producing a trimming texture by applying a trimming curve to a mesh;
mapping the trimming texture on the parametric surface to create a trimmed section

and a rendered section, the trimming texture being mapped by texture mapping; and
rendering only the rendered section of the parametric surface based on an
application of the trimming texture to a plurality of polygons approximating the parametric
surface.

10. (Original) The method of claim 9, comprising:
obtaining a material texture for the parametric surface; and
applying the material texture to a region of the parametric surface corresponding to
the rendered section of the trimming texture.

11. (Currently Amended) An article comprising a computer-readable medium that
stores instructions for use in trimming a parametric surface, the instructions for causing the
computer to:

produce a trimming texture by applying a trimming curve to a mesh; and
apply the trimming texture to the parametric surface, the trimming texture being
applied by texture mapping the trimming texture onto the parametric surface to produce
trimmed and untrimmed portions; and
render only the untrimmed portion.

12. (Cancelled)

13. (Currently Amended) The article of claim 11, further comprising instructions

for causing the computer to render an image by drawing a plurality of pixels in a solid portion of the image that is not a trimmed portion.

14. (Currently Amended) The article of claim 12, further comprising instructions for causing the trimming texture to include:

a first portion that corresponds to the untrimmed portion ~~comprising a rendered section of the parametric surface~~; and

a second portion that corresponds to the trimmed portion ~~comprising a trimmed section of the parametric surface~~.

15. (Original) The article of claim 11, further comprising instructions for causing the computer to draw a plurality of pixels based on an allocation of the trimming texture relative to the parametric surface.

16. (Original) The article of claim 12, further comprising instructions for causing the computer to:

obtain a material texture; and

draw the material texture on the parametric surface based on the trimming texture.

17. (Original) The article of claim 11, further comprising instructions for causing the computer to obtain the trimming texture from a plurality of trimming curves for the parametric surface.

18. (Currently Amended) An article comprising a computer-readable medium that stores instructions for use in trimming a parametric surface, the instruction for causing the computer to:

produce a trimming texture by applying a trimming curve to a mesh;

map the trimming texture on the parametric surface to create a trimmed section and a rendered section, the trimming texture being mapped by texture mapping; and

render only the rendered section of the parametric surface based on an application of the trimming texture to a plurality of polygons approximating the parametric surface.

19. (Original) The article of claim 18, further comprising instructions for causing the computer to:

obtain a material texture for the parametric surface; and

apply the material texture to a region of the parametric surface corresponding to the rendered section of the trimming texture.

20. (Currently Amended) An apparatus for use in trimming a parametric surface, comprising:

a memory which stores computer instructions; and

a processor that executes the computer instructions to:

produce a trimming texture by applying a trimming curve to a mesh;

apply the trimming texture based on a trimming curve to the parametric

surface, the trimming texture being applied by texture mapping the trimming texture onto the parametric surface to produce trimmed and untrimmed portions;

and

render only the untrimmed portion.

21. (Cancelled)

22. (Currently Amended) The apparatus of claim 20 ~~24~~, further comprising instructions for causing the computer to render an image by drawing a plurality of pixels in a solid portion of the image that is not a trimmed portion.

23. (Currently Amended) The apparatus of claim 21, further comprising instructions for causing the trimming texture to include:

a first portion that corresponds to the untrimmed portion ~~comprising a rendered section of the parametric surface;~~ and

a second portion that corresponds to the trimmed portion ~~comprising a trimmed section of the parametric surface.~~

24. (Original) The apparatus of claim 20, further comprising instructions for causing the computer to draw a plurality of pixels based on an allocation of the trimming texture relative to the parametric surface.

25. (Previously Amended) The apparatus of claim 21, further comprising instructions for causing the computer to:

draw a material texture on the parametric surface based on the trimming texture.

26. (Original) The apparatus of claim 20, further comprising instructions for causing the computer to obtain the trimming texture from a plurality of trimming curves for the parametric surface.

27. (Currently Amended) An apparatus comprising a computer-readable medium that stores instructions for use in trimming a parametric surface, the instruction for causing the computer to:

produce a trimming texture by applying a trimming curve to a mesh;

map the trimming texture on the parametric surface to create a trimmed section and a rendered section; and

render only the rendered section of the parametric surface based on an application of the trimming texture to a plurality of polygons approximating the parametric surface.

28. (Original) The apparatus of claim 27, further comprising instructions for causing the computer to:

obtain a material texture for the parametric surface; and

apply the material texture to a region of the parametric surface corresponding to the rendered section of the trimming texture.

29. (Currently Amended) A method for use in rendering images from data for an original three-dimensional model, comprising:

obtaining a trimming texture by applying a trimming curve to a mesh that defines at least a portion of the three-dimensional model;

applying the trimming texture to the three-dimensional model, the trimming texture being applied by texture mapping the trimming texture onto the parametric surface to produce trimmed and untrimmed portions; and

rendering an image using only the untrimmed portion ~~based on the three-dimensional model.~~

30. (Original) The method in claim 29 wherein rendering comprises drawing a plurality of pixels based on an allocation of the trimming texture relative to the three-dimensional model.
